

GRAUSTARK

#130 1965F, 1965Q, 1966B, 1966R, 1966AA, 1967F, 1967U, 1967V 3/VI/67

1967U "Spring 1901"

RUSSIANS, TURKS CLASH IN BLACK SEA

ENGLAND (Maloney): F Edi-Norwegian Sea; F Lon-North Sea; A Liv-Yor.

FRANCE (Uhr): No moves received. A Par, A Mar, F Bre hold.

GERMANY (M. Miller): F Kie-Hol; A Mun-Ruh; A Ber-Kie.

ITALY (Clark): A Ven-Pie; A Rom-Ven; F Nap-Ion.

AUSTRIA-HUNGARY (Latimer): A Vie-Tri; F Tri-Alb; A Bud-Ser.

RUSSIA (G. Heap): F St.P-Bot; A Mos-St.P; F Sev-Bla; A War-Ukr.

TURKEY (Beshara): F Ank-Bla; A Con-Bul; A Smy-Con.

Underlined moves are not possible. Since Richard Uhr did not send in "Spring 1901" moves for France, the first stand-by player, Terry Kuch, is asked to submit "Fall 1901" moves for that country. These stand-by moves will be used, and Kuch will take over France, if Uhr misses a second move this fall.

Douglas Beyerlein has resigned as second stand-by player, and is replaced by Margaret Gemignani, 67 Windemere Road, Rochester, N. Y. 14610.

The deadline for "Fall 1901" moves is NOON, SATURDAY 17 JUNE 1967. Players are requested to submit conditional "Winter 1901" builds, so that the game might be expedited. This is more commonly possible after "1901" than it is after later game years.

GRAUSTARK is the first postal Diplomacy bulletin, and is now beginning its fifth year of publication. Subscriptions are 6 issues for \$1.00. John Boardman, 592 16th Street, Brooklyn, N. Y. 11218, U. S. A.

1967V "Spring 1901"

ITALY INVADES AUSTRIA;
EUROPE PLUNGED INTO WAR!

ENGLAND (Lebling): F Edi-Norwegian Sea; F Lon-North Sea; A Liv-Yor.

FRANCE (Musbach): F Bre-Eng; A Par-Pic; A Mar-Spa.

GERMANY (M. Thomson): F Kie-Den; A Mun-Ruh; A Ber-Kie.

ITALY (Griffin): A Ven-Tyr; A Rom-Ven; F Nap-Ion.

AUSTRIA-HUNGARY (Anderson): A Vie-Bud; F Tri-Alb; A Bud-Ser.

RUSSIA (Gordon): No moves received. F St.P, A Mos, A War, & F Sev hold.

TURKEY (S. Heap): A Con-Bul; F Ank-Con; A Smy holds.

Since Stephen Gordon did not submit "Spring 1901" moves for Russia, the first stand-by player, Gene Prosnitz, is asked to send in "Fall 1901" moves for that country. These stand-by moves will be used, and Prosnitz will take over Russia, if Gordon misses a second move this fall.

Frank Musbach asks that mail to him, anent this game, be addressed as follows:

Frank Musbach
c/o The International Enquirer
P. O. Box 14021
Minneapolis, Minn. 55414

The deadline for "Fall 1901" moves is NOON, SATURDAY 17 JUNE 1967. The comments on these moves, which appear under "1967U" in the opposite column, hold for this game as well.

This publication is not edited under the supervision of Bangs Leslie Tapscott.

1966B

"Fall 1910"

TURCO-ITALIAN ALLIANCE STYMIES ENGLISH FLEETS

ENGLAND (Davidson): A St.P & F Por hold, F Bot S A St.P; A Hol-Bel; F North Sea S A Hol-Bel; A Kie S A Ruh; A Ruh S FRENCH A Bur; F Den S A Kie; F Wes & F Tyr S ITALIAN F Spa-Lyo; F Tun S F Tyr.

FRANCE (Griffin): A Bur-Par.

GERMANY (Sanders): No moves received. A Bel & A Livonia dislodged and annihilated.

ITALY (Ward): A Mar-Bur; A Gas-Par; A Pie-Mar; F Spa S A Pie-Mar; A Rom-Nap.

TURKEY (Pournelle): F Gre-Ion; F Aeg S F Gre-Ion; F Ion-Nap; F Lyo S ITALIAN F Spa; A Mun S ITALIAN A Mar-Bur; A Sil-Pru; A War-Liv; A Mos S A War-Liv; A Ukr S A Mos; A Bul-Ser; A Tri-Tyr; A Ber-Kie; A Boh S A Mun.

Underlined moves are not possible. France retreats A Bur-Pic. The High Combatant Powers now control the following supply centers:

ENGLAND: Bel, Bre, Den, Edi, Hol, Kie, Liv, Lon, Nor, Por, St.P, Swe, Tun. (13)
 ITALY: Mar, Nap, Rom, Spa, Ven. (5)
 TURKEY: Ank, Ber, Bud, Bul, Con, Gre, Mos, Mun, Rum, Ser, Sev, Smy, Tri, Vie, War. (15)
 FRANCE: Par. (1)

England and Turkey may each build two new units. Since Eugene Prosnitz has missed two successive moves as France, Tom Griffin takes over play of that country. The deadline for "Winter 1910" moves is NOON, SATURDAY 17 JUNE 1967.

1966AA

"Fall 1909"

SIX SUPPLY CENTERS CHANGE HANDS
IN FIERCE ANGLO-GERMAN FIGHTING

Following the Spring campaign, Germany retreated F Liv-Iri.

ENGLAND (Dygart): F Nap, F Liverpool, & A St.P hold; F Tyr S F Nap; F Wes-Spa; A Gas-Par; A Norway-Bel; F North Sea C A Norway-Bel; F Wal-Lon.

GERMANY (Latimer): F Iri-Wal; F Lon & A Bre hold; F Bal-Swe; F Den S F Bal-Swe; A Bur-Gas; A Mar-Spa; A Apu-Nap; A Rom S A Apu-Nap; A Ruh-Hol; A Pru-Liv; A Mos S A Pru-Liv; A Ukr-War.

AUSTRIA-HUNGARY (Walker): A Tyr-Pie; A Tri-Ven; A Gal-War; A Boh-Gal; A Ser-Bul; A Rum S A Ser-Bul; F Gre S A Ser-Bul.

RUSSIA (Turner): F Sev holds.

TURKEY (E. Thompson): F Aeg-Bul; F Bla-Rum; A Smy-Con.

Underlined moves are not possible. The High Combatant Powers now control the following supply centers:

ENGLAND: Bel, Edi, Liv, Nap, Nor, Par, Por, Spa, St.P, Tun. (10)
 AUSTRIA-HUNGARY: Bud, Bul, Gre, Rum, Ser, Tri, Ven, Vie. (8)
 GERMANY: Ber, Bre, Den, Hol, Kie, Lon, Mar, Mos, Mun, Rom, Swe, War. (12)
 RUSSIA: Sev. (1)
 TURKEY: Ank, Con, Smy. (3)

England and Austria-Hungary may each build one new unit. Germany must remove one unit. The deadline for these "Winter 1909" moves is NOON, SATURDAY 17 JUNE 1967.

Effective immediately, Charles Turner's address changes to 24 Boyd Court, Pleasant Hill, Calif. 94706.

1965F

"Winter 1913"

FRENCH FLEET SCUTTLED OFF OOSTEND

ENGLAND (Sanders): Builds A Lon, A Edi; no third build received.

FRANCE (Brannan): No retreat was received for the fleet dislodged from Belgium, which is accordingly removed.

TURKEY (Wells): Builds A Ank.

Eugene Prosnitz and Harold Naus are each asked to send in stand-by "Spring 1914" moves for France. The deadline for "Spring 1914" moves is NOON, SATURDAY 17 JUNE 1967.

1965Q

"Winter 1914"

ENGLISH MINISTRY RETURNS TO POWER

ENGLAND (Koning): Builds F Liv, A Edi.

GERMANY (Latimer): Removes A Ruh.

AUSTRIA-HUNGARY (K. Pattee): Retreats A Tyr-Vie, removes A Boh.

TURKEY (Kuch): Builds F Smy, A Con, A Ank.

1966R

"Winter 1910"

RUSSIAN ARMY EATEN BY WOLVES

FRANCE (Berman): Builds A Mar.

RUSSIA (Levinson): Mistakenly submitted "Fall" rather than "Winter" orders. No order for the army dislodged from Warsaw was submitted, by which token the Gamesmaster assumes that that army is removed.

TURKEY (Wagner): Builds F Smy.

The deadline for the next move in 1966R (and for that matter, in 1965Q) is NOON, SATURDAY 17 JUNE 1967.

THE ADVENTURES OF SECRET AGENT O-O-HATE

Chapter XXXII

Thirty-six hours after he left the briefing at Mac's, Secret Agent O-O-Hate (who in reality is Clark Gunsel, mild-mannered comic book collector) drew his 1941 Batmobile to a screeching halt in front of a dilapidated factory in a Los Angeles suburb. Except for the walls of a couple dozen police motorcycle sirens, retreating into the distance behind him, the trip had been uneventful. O-O-Hate had stopped off for two side trips - once to visit Quantrell's birthplace, and once at a roadside shrine in Arizona, where he sent up a brief prayer for the success of his mission to St. Barry the Deforester.

The factory seemed an unpromising place from which to start his search for Let's Tear Apart, Inc., the mysterious California Wrecking company which reportedly had the contract for tearing down the Berlin Wall. The doors were off the hinges, the windows were broken and lifeless, and grass grew high around the building. However, one sign of life manifested itself. O-O-Hate got out of his car, walked through a gaping hole in the wall, and found a dejected-looking man seated by the rust-encrusted wreck of an old-looking printing press.

The man looked up as O-O-Hate approached. "Why did they have to do it?" he wailed, tears pouring down his face. "They killed it, and it was

the finest publication in California!" he mourned.

"What's the trouble?" O-O-Hate asked.

"This used to be the main office of the Loose Itania," the tearful man explained. "It was the finest publication in California - better even than Habbakkuk or the Los Angeles Mirror or T. S. It was so leisurely - it came out every two weeks, or maybe a month, or certainly at least three months, or possibly a little more. The duplication was so clear, the editing so accurate, the content so incisive. And now it is gone!"

Finding that he could get nothing else out of the man, O-O-Hate drove away. He had scarcely gone two blocks, however, when a tremendous roar came from behind him. Quickly O-O-Hate turned around and sped back, but he was too late. Where the Loose Itania printing plant had stood just a few minutes before, there was a bare vacant lot, with no sign of either the building or the weeping man. The only clue was a small sign in the middle of the lot. The secret agent read it.

"The building formerly on this site was demolished by Let's Tear Apart, Inc."

((What is the mystery of Let's Tear Apart, Inc.? Follow the adventures of Secret Agent O-O-Hate in GRAUSTARK #132 in two weeks.))

A BRIEF HISTORY OF THE GRAND DUCHY OF BEAUCOILLON - VI

Strict neutrality, and a willingness to make a profit off anyone, have been the basic elements of Beaucoillon foreign policy for centuries. In practice, this has meant that people of the most diverse interests have cooperated in maintaining the Grand Duchy's neutrality against any threat that may develop. For example, in the year 1057 the Viking pirate Askold the Breckless was besieging the Provençal castle of Comte Surmoy, when word came that the Turkish renegade admiral Sinkeminda Bey was sailing on Beaucoillon, with the intent of sacking it. Since the Grand Duke held three mortgages on Surmoy's castle, while Askold and his men hoped to celebrate their victory in the Grand Duchy, both sides called a truce and marched to the relief of Beaucoillon.

The obvious determination of these newcomers to fight to save Beaucoillon so impressed the Bey that, after two days of inconclusive fighting, he concluded an armistice. This gave him an opportunity to become acquainted with the amenities of the Grand Duchy, to which Askold and the Comte were only too willing to introduce him. After three weeks of festivities, all combatants concluded a permanent truce. In addition, the reigning Grand Duke, Dionisio VIII, acquired a fourth mortgage on Surmoy's castle, while a certain contest between the two pirates resulted in a substantial increase in the Grand Duchy's population.

*

Players are asked to be careful in addressing their moves. Recently a set of moves went astray because they were addressed, not to "592 16th Street", but to "592 East 16th Street", which is something altogether different. There are several series of numbered streets in Brooklyn. Care should also be taken with the ZIP code, which is "11218".

There is no point in using special delivery or registered mail for postal Diplomacy moves. In practice, neither saves any time, and in fact the additional handling required by these classes of mail could delay them. Air mail should be used only if you live more than 300 miles away from New York City, otherwise your letter may be delayed while waiting for a plane. A postcard provides the most convenient way for sending in your moves. Please report all changes of address promptly.

If you are not currently active in a GRAUSTARK game, accumulated issues will be mailed to you every four weeks.

CORRESPONDENCE IN POSTAL PLAY

by Eugene Prosnitz

This is the last in a series of three articles. The other articles were published in GRAUSTARKs #128 and #129.

As a veteran of over-the-board play who has just recently "discovered" the postal game, I have found that the vast differences in communication create a tremendous disparity between the two games, not so much in the tactical area, but in the sphere of negotiations and alliances.

In our original over-the-board group (unfortunately relatively inactive at present) there was constant negotiation and jockeying for a new and better deal. Alliances frequently shifted in order to maintain the balance of power, and people who did not have good allies, or any allies, were constantly negotiating in an effort to break alliances, and frequently succeeding. By contrast, the postal game much more often results in two allies crushing a third country, with no realignments, and little negotiation (except on the question of joint tactical maneuvers) until the enemy is completely obliterated.

Of course, if you wish to play an "honest" game, or at least have people think you are trustworthy, it is more difficult to change sides in the postal game. At least in over-the-board play you can do so openly, i. e., the other players see whom you are talking with.

My principal criticism of existing postal Diplomacy strategy is the feeling that most players are not "busy" enough - are not doing enough negotiating. To my way of thinking this is a shame, as to me the best part of the game is the diplomatic element; this is the additional element which distinguishes Diplomacy from other war games. The diplomatic element should be especially important in postal play, where tactical skill counts for less, because with two weeks to plan a set of moves (as contrasted with ten minutes) there are fewer tactical blunders (or at least there should be) and the factor of tactical skill tends to level off.*

One example: In several games I have non-aggression pacts with neighbors, including, at the date of writing, three Franco-Italian pacts, my favorite alliance in the early stages. I've found that while these neighbors have been following my suggestions, or at least not offending me, they rarely correspond.

This can have several drawbacks. For one thing, non-aggression pacts don't last forever, and if you don't keep in frequent touch with your neighbor you won't be in as good a position to gauge his intentions. Also, even if my neighbor and I are not directly co-operating in a joint tactical maneuver, I'm still interested in his troop movements, i. e. to keep them away from my territory. Furthermore, when the winter season comes, the neighbors with non-aggression pacts have a vital interest in each other's builds, yet I have never received a single request along these lines from any of these "friendly" neutrals.**

* - This element is also present in postal chess. Consider the opening moves of the Boden-Kieseritzky Gambit: 1. P-K4, P-K4; 2. N-KB3, N-KB3; 3. B-B4, NXP; 4. N-B3, NxN; 5. QPxB. At this point a "natural" move for Black is 5...P-Q3. It protects the threatened KP and opens a line for the QB, and thus is quite likely to be played at this point by a Black player who is grounded in chess tactics. However, it leads to a decisive White advantage after 6. N-N5 or 6. NcP. But if this game is being played by mail, Black will be able to turn to any good book on opening theory and learn that the best move is the unlikely looking 5...P-KB3. - JB

** - After all, the rulebook does prohibit diplomatic negotiations prior to retreats, builds, or removals. This rule is virtually impossible to enforce in practice, however, and is not therefore invoked in postal Diplomacy. But players may feel that it would be contrary to the spirit of the game to admit negotiations in postal Diplomacy which would be forbidden in over-the-board play. - JB

Another point: In a game where I'm Italy, England is being crushed by France and Germany. In another game, where I'm Germany, Austria is being attacked by both Russia and Turkey. In neither game have I received a call for help from these countries. Not that I would have been likely to double-cross my allies or friendly neutrals, but the point is, you lose nothing by issuing a call for help. There are other examples besides the two I've cited here.

One of my biggest gripes is when I make a request of an ally or neutral, and he complies with the request but doesn't let me know if he'll do so. Many players say, "Why do I have to answer his letter; my moves will speak for themselves." However, this often creates quite a problem for the maker of the offer, a problem which can best be analyzed by dividing these situations into two categories.

The first category consists of situations in which the offerer's moves are doubtful, and may vary depending on the offeree's response. For example, as Italy I had an army in Piedmont when a new government took over France. This development, occurring simultaneously with a sneak attack from Austria, made an Italian-French alliance desirable. I wrote France, offering to retreat from Piedmont in return for a non-aggression pact, with other terms in detail. France accepted, but did not do so until after the moves were in. At the same time, he left Marseilles undefended. My point is, having not heard from France by the move deadline, I feel it would have been fully justified, and not to be considered a double-cross, for me to have taken Marseilles. (Of course it would have been unwise, and perhaps Franco, a good player, realized I knew this and felt a reply was unnecessary.)

The other category involves situations where the offerer's moves are unaffected by the other party's responses. For example, as Germany I moved F Kie-Hol and A Ber-Kie in "Spring 1901". Then I wrote England, with whom relations were in a state of flux, saying that an English attack on Denmark would be considered an act of war. In this case I didn't need a reply, as it was completely obvious that I was going to move A Kie-Den in "Fall 1901", irrespective of England's plans.

Even here, however, I feel it is desirable to answer, as the person who does not receive an answer may interpret silence for hostility (especially if the alliance has not yet been solidly established) and may devise an alternate strategy, including a planned attack on the country to whom he made the original offer.

Along these lines, it is often advisable to tell a friendly neutral what your next moves will be, if it is simply a matter of reassuring him by telling him that you are moving in the other direction. (For example, France tells Italy he's moving F Spa (s.c.)-Mid. However, beware of informing other players of the moves of pieces actually engaged in battle unless your allies need the information to plan their own moves; why risk that someone will double-cross you and tip your moves to the enemy.

As for correspondence at the beginning of the game, the subject of the recent Calhamer article in GRAUSTARK #100: I disagree with Calhamer's multi-power alliances, unless it is an alliance with a specific objective such as a three-way attack on one power, like Russia, Turkey, and Italy against Austria. I prefer separate dealings with each power, within a consistent framework. (I'm not talking about making mutually inconsistent deals and then double-crossing someone.)

Let us consider Calhamer's examples: Suppose that I'm playing Germany and I decide to attack France. First, I'd invite Italy to join me. Then I'd make a non-aggression pact with Austria, and also try to persuade Austria to go east or south, and not disturb Italy. I would offer England alternatives, suggesting that I'd prefer an Anglo-German attack on France, but that it's also OK with me if England remains neutral as long as I'm not attacked. I would suggest to Russia a non-aggression pact, with the added offer of help against England if England attacks me, and similarly offer England help against Russia if Russia attacks me.

Naturally I would want the countries which are actively helping me, like Italy, to be as strong as possible. However, when you have, not an offensive alliance, but merely a non-aggression pact with a neighbor, you're better off if that neighbor is as weak as possible. If I had non-aggression pacts with both Austria and Russia I'd just as soon have them fighting each other rather than see both of them get strong and eventually attack me. Similarly, unless I need England's aid against France, I'd just as soon see England and Russia fight in Scandinavia, and stay neutral, with a standing offer to

help either one if the other attacks me.

Note that, following the above suggestions, you are writing to four other powers at the same time; proposing alternative courses of action depending upon the decisions of third parties, yet remaining completely honest and above-board in your dealings.

Now for a touchy subject: What about making use of photostatic copies of letters? I feel this is somewhat an extreme measure, and should be used sparingly. However, if an "ally" double-crosses you, he deserves whatever you can do to him. For example: Suppose you are France, and you form an alliance with Germany against England. At the same time Germany also allies with England against you, and double-crosses you. It might be an idea for France to contact England and say, "Look, we've both been completely honest with each other and not offered any false promises, yet Germany has engaged in double-dealing to his advantage. He's obviously untrustworthy (and I'm enclosing photostatic proof). If he lied to me he can lie to you; let's get together and smash him." It might work.*

This is

O At
P Great
E Intervals
R This
A Appears
T To
I Inflame
O Optic
N Nerves

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The only time I've tried this it worked in a rather unusual way. Russia and Italy (myself) were fighting Austria and Turkey. Austria made an alliance with Russia and Italy and double-crossed both of us on the first move! I sent Turkey proof of Austria's treachery, including some vociferous anti-Turkish prose in the distinctive handwriting of the Austrian player. This didn't stop Turkey from fighting me, but he did make a non-aggression pact with Russia, with the result that Russia and Italy were able to smash Austria. (I don't really know if there was any causal connection between the letter and the result.)

The use of photostatic copies of letters can lead to interesting negative interferences. In one game where I've stumbled into a four-way alliance in spite of what I said earlier, an unfriendly power wrote and falsely suggested that one of my allies had already defected, and that I should do the same. I wrote back that I found this information quite interesting and would be most appreciative if he could furnish documentary proof of same. That was five months ago; I'm still waiting.

I close with a plea for more frequent and more varied techniques of negotiation, which I feel is the heart of the game. For those who are too busy I think it is better to play in fewer games than to miss moves or fail to carry on adequate negotiations.

* --The Ems Telegram did.

THE DIPLOMATIC POUCH

CONRAD VON METZKE, 5327 Hilltop Dr., San Diego, Calif. 92114: To Whom It May Concern: Rumours continue to circulate that the now-defunct Diplomacy magazine Costaguana is due for a revival. This is emphatically not true. Any suggestion to the contrary is a misapprehension unfounded in fact or in the mentality of the former editor, who remains respectfully, C. F. von Metzke.

JAMES LATIMER, 4011 Silver Hill Road, Suitland, Md. 20023: Was interested to read of Brian Libby's intent to throw any future mail from you into the wastebasket, unopened. Seems I had someone tell me that not too long ago. ((Yes, these pro-war types generally think alike. Or rather, they un-think alike. Since their views stem from irrational considerations, they cannot discuss rationally, and prefer to sever intellectual contact rather than subject their views to unsympathetic scrutiny.))

DOUGLAS BEYERLEIN, 3934 S. W. Southern, Seattle, Wash. 98116: I enjoy your bulletin very much, and I would not pass up this chance to say so. The only flaw in your zine that I have seen was the way you attacked Brian Libby. (I have a feeling you are going to make Libby's name famous in Dippy circles.) You must remember that since he is a newcomer in postal Diplomacy it is doubtful that he is aware that press releases are written by the players for fun and entertainment. Since he sees your name as editor he probably thought that you were responsible for all the propaganda in your zine. He was only ignorant and the issue is being blown out of all proportions. I must agree it is kind of funny from a Diplomacy player's standpoint.

1967F

"Spring 1910"

16 May 1967

ENGLAND (Aita): A Fin-St.P; F Bar, F Bot, & F Norway S A Fin-St.P; F Tus S ITALIAN A Rom;
F Tyr S ITALIAN A Nap; F Mar-Pie; F Tun-Ion; F Mid-Wes; A Kie-Min; A Ruh & A Bur S
A Kie-Min; A Den-Kie; F Hol S A Den-Kie; A Pic-Par.

ITALY (Berman): A Nap S A Rom; A Rom S A Nap.

AUSTRIA-HUNGARY (Rafailovitch): A Ven-Tus; A Pie S A Ven-Tus; A Tri-Ven; A Mos-Liv; A Min
holds; A Tyr S A Min; A Vie-Boh; F Alb-Ion.

TURKEY (Friedlander): F Ion-Nap; A Apu S F Ion-Nap; F Aeg S AUSTRO-HUNGARIAN F Alb-Ion;
F Adr S A Apu; A St.P-Mos; A Liv-Pru; A Pru-Sil; A Ber S AUSTRO-HUNGARIAN A Min.

Underlined moves are not possible.

"Fall 1910"

18 May 1967

ENGLAND: A St.P holds; F Bar S A St.P; F Bot-Bal; F Norway-Swe; A Ruh-Min; A Kie S A Ruh-
Min; A Bur S A Ruh-Min; A Den & F Hol S A Kie; A Par-Gas; F Mar-Pie; F Tus S F Mar-Pie;
F Wes-Iyo; F Tun-Ion; F Tyr S ITALIAN A Nap.

ITALY: A Nap S A Rom; A Rom S A Nap.

AUSTRIA-HUNGARY: A Liv S TURKISH A Mos-St.P; A Min S TURKISH A Ber-Kie; A Boh S A Min;
A Pie-Tus; A Ven S A Pie-Tus; A Tyr-Pie; A Tri-Tyr; F Alb-Ion.

TURKEY: A Pru S AUSTRO-HUNGARIAN A Liv; A Sil S AUSTRO-HUNGARIAN A Min; A Ber-Kie; A Apu
holds; F Adr S A Apu; F Aeg S AUSTRO-HUNGARIAN F Alb-Ion; A Mos-St.P; F Ion-Tyr.

The English fleet in Tuscany is annihilated. The High Combatant Powers now control the following supply centers:

ENGLAND: Bel, Bre, Den, Edi, Hol, Kie, Liv,
Lon, Mar, Nor, Par, Por, Spa, St.P, Swe,
Tun. (16)

ITALY: Nap, Rom. (2)

England builds A Edi, F Ion.

AUSTRIA-HUNGARY: Gre, Min, Rum, Ser, Sev,
Tri, Ven, Vie. (8)

TURKEY: Ank, Bud, Bul, Ber, Con, Mos,
Smy, War. (8)

"Spring 1911"

23 May 1967

ENGLAND: F Lon-Eng; A Edi & A St.P hold; A Ruh-Min; A Bur S A Ruh-Min; A Kie-Ber; F Bal S
A Kie-Ber; A Den-Kie; F Hol-North Sea; A Gas-Spa; F Swe-Bot; F Bar S A St.P; F Tun-
Ion; F Tyr S ITALIAN A Nap; F Pie-Tus; F Iyo S F Pie-Tus.

ITALY: A Nap S A Rom; A Rom S ENGLISH F Pie-Tus.

AUSTRIA-HUNGARY: A Tus-Rom; A Ven S A Tus-Rom; A Tyr holds; A Min S TURKISH A Ber; A Boh
S A Min; A Liv S TURKISH A Pru; A Tri-Vie; F Alb-Ion.

TURKEY: A Apu S AUSTRO-HUNGARIAN A Tus-Rom; F Ion-Tyr; F Aeg S AUSTRO-HUNGARIAN F Alb-Ion;
A Ber S AUSTRO-HUNGARIAN A Min; A Sil S AUSTRO-HUNGARIAN A Min; A Mos S AUSTRO-HUN-
GARIAN A Liv; A Pru S A Ber; F Adr S A Apu.

The Italian army in Rome is annihilated.

"Fall 1911"

25 May 1967

ENGLAND: A Den-Liv; F Bal C A Den-Liv; A St.P & F Bot S A Den-Liv; F Bar S A St.P;
A Edi-Den; F North Sea C A Edi-Den; F Eng-Mid; A Spa-Mar; A Ruh S A Kie; A Kie S
A Ruh; A Bur-Mun; F Lyo-Pie; F Tyr & F Tus S ITALIAN A Nap-Rom; F Tun-Ion.

ITALY: A Nap-Rom.

AUSTRIA-HUNGARY: A Rom S TURKISH F Ion-Nap; A Ven S A Rom; F Alb-Ion; A Mun S TURKISH
A Ber; A Tyr & A Boh S A Mun; A Liv S TURKISH A Pru; A Vie-Gal.

TURKEY: A Apu S AUSTRO-HUNGARIAN A Rom; A Pru S AUSTRO-HUNGARIAN A Liv; A Mos S AUSTRO-
HUNGARIAN A Liv; F Ion-Nap; F Aeg S AUSTRO-HUNGARIAN F Alb-Ion; F Adr & A Ber hold;
A Sil S A Ber.

The Italian army in Naples is annihilated. The High Combatant Powers now control the following supply centers:

ENGLAND: Bel, Bre, Den, Edi, Hol, Kie, Liv, Lon, Mar, Nor, Par, Por, St.P, Spa, Swe, Tun. (16)
AUSTRIA-HUNGARY: Gre, Mun, Rom, Rum, Ser, Sev, Tri, Ven, Vie. (9)
TURKEY: Ank, Ber, Bud, Bul, Con, Mos, Nap, Smy, War. (9)

Austria-Hungary builds a fleet in Trieste, and Turkey builds a fleet in Smyrna.

"Spring 1912"

1 June 1967

ENGLAND: F Mid-Wes; F Tun S F Tyr; F Tyr S F Tus; A Mar-Pie; F Tus S A Mar-Pie; F Pie-
Lyo; F Bar S A St.P; A Edi-Hol; F North Sea C A Edi-Hol; A Bur-Mun; A Kie holds;
A Ruh S A Kie; A Den-Liv; F Bal C A Den-Liv; F Bot & A St.P S A Den-Liv.

AUSTRIA-HUNGARY: A Gal-War; A Liv S TURKISH A Pru; A Mun S TURKISH A Ber; A Boh & A Tyr
S A Mun; A Ven-Tue; A Rom S A Ven-Tus; F Ion-Tyr; F Tri-Alb.

TURKEY: A Pru & A Mar S AUSTRO-HUNGARIAN A Liv; A Ber holds; A Sil S A Ber; F Aeg-Ion;
F Adr S F Aeg-Ion; F Nap S AUSTRO-HUNGARIAN F Ion-Tyr; F Smy-Eas; A Apu S AUSTRO-
HUNGARIAN A Rom.

The English fleet in Tuscany is annihilated.

Opinions are solicited from the readers of GRAUSTARK as to whether this game can come to a definite conclusion. As matters now stand, England has 16 supply centers, and has no immediate prospects of getting more, while the Eastern Alliance seems absolutely indissoluble, and must needs stay that way. Apparently Diplomacy games are capable of being not only won, lost, or drawn, but also stalemated.

With the close of the academic year, the future of 1967F is in doubt. If further moves are played, they will be reported in future issues of GRAUSTARK.

THE KING AND THE PRINCESS

One of the most persistent suggestions for the "improvement" of chess is the addition of two new pieces which would combine, respectively, the powers of rook-plus-knight and bishop-plus-knight. These have been called "Empress" and "Princess" respectively, by analogy with the queen, a rook-plus-bishop.

This raises an interesting question. Can king and princess force a checkmate against a lone king? With the cooperation of the lone king this can be done; two possible mating positions are:

1. White princess on KB6; Black king on KRL.
2. White princess on QB6; White king on KNE; Black king on KL.

But can this mate be forced? I rather suspect that it cannot. A free 20-issue subscription to GRAUSTARK goes to the first reader to submit a valid end-game in which king and princess force mate against a lone king.

THE MINISTRY OF MISCELLANY

Charles Wells announces that he has a temporary change of address this summer. From 19 June to sometime early in August his address will be Department of Mathematics, Adams Hall 1, Bowdoin College, Brunswick, Maine 04011. I wonder if, while he is in those parts, he can look in on Portland and determine whether Brian Libby really exists, or is a figment of John McCallum's imagination.

*

A second issue of Larry Peery's Xenogogic has arrived, and it is considerably more legible than the first. Apparently Larry intends to combine a Diplomacy 'zine with a broad-spectrum, free-swinging journal of comment such as Ted Pauls' Kipple, Bill Mallardi's Double Bill, or my Pointing Vector. Peery's address is 5834 Estelle St., San Diego 92115.

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Harold Naus has split his A Droite A Gauche three-for-one. The daughter 'zines are Costa II and T. S. II, after now-defunct Diplomacy bulletins published by other Californians. For information write Hal at 288 Broadway #139, Chula Vista, Calif. 92010.

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The Gamesmaster wishes to thank Rod Walker, Hal Naus, John McCallum, and other Gamesmasters who have sent information to keep the Roster up to date. A complete revision of the Roster of Current Postal Diplomacy games will appear in the near future.

*

For about four years, an acidulous gentleman in his late 50's named Eric Blake has been putting his two-cents'-worth into Diplomacy and science-fiction fandom from a post office box in Queens. It may come with varying degrees of surprise to the readers of GRAUSTARK that "Eric Blake" is actually myself. The name and persona were adopted originally to provide a mailing address for certain right-wing publications which I wished to receive without tipping off their publishers as to the recipient's identity.

Once the persona was established, I sent it forth into science-fiction and Diplomacy to stir up discussion. ("Blake" was also instrumental in my win in 1964C.) He was depicted as a retired engineer, who had worked in the tropics before and during World War II. His political views, as revealed in letters to Kipple, GRAUSTARK, and publications of the National Fantasy Fan Federation, were essentially those of the rightist publications for whose receipt he was invented. In s-f fandom, he became entangled in arguments with other fans - particularly fans of James Branch Cabell - about his defense of censorship.

The secrecy of "Blake's" identity was never complete. Early in his career I informed Fred Lerner and Jim Sanders. I suspect that Fred, with whom I later broke over his anti-Negro bias, has been informing other Diplomacy fans of the "Blake" situation.

Well, it's been fun - particularly in leading out opinions from people who agree with "Blake"! The rightist literature which he received is going into the files of the Non-Sectarian Anti-Nazi League, or to the incisive little publication The Dixon Line, which is challenging conservatism on its home grounds in Orange County, California.

*

Bob Speed announces that his Diplomacy bulletin Corsair will cease publication with its next issue, the 15th. Jim Sanders faces a revolt from the readers of his long-delayed Diplomacy 'zines, Euralia and Barad-Dur. What Ron Bounds intends to do about Orthanc, Deus scit et non ego.

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Back issues of GRAUSTARK from #101 are available at 10¢ each.